

Claims

[c1] What is claimed is:

1. A method for a computer game, the method comprising:

providing a playing grid comprising rows and columns of cells, each of the plurality of cells capable of holding an object, each object having a type;

providing a cursor occupying one cell, when the cursor is moved toward an object adjacent to the cursor, the cursor exchanges positions in the grid with the adjacent object;

deleting horizontally or vertically lined-up objects of the same type when the number of the lined-up objects of the same type is equal to a second number;

moving each object in the grid to a cell adjacent to and below the object unless that cell is occupied by another object or the object is in the bottommost row;

creating a new row of objects below the bottommost row of the playing grid; and

shifting the new row of objects up into the grid and shifting all other objects in the grid up to accommodate the new row.

- [c2] 2. The method of claim 1 further comprising:
deleting horizontally or vertically lined-up objects of the same type when the number of the lined-up objects of the same type is more than the second number and the type is matchable.
- [c3] 3. The method of claim 1 further comprising the step of initializing the playing grid by providing a first number of objects in the playing grid, and the first number of initially provided objects are in the bottommost rows and each is of randomly selected type.
- [c4] 4. The method of claim 3 further comprising:
initially providing a predetermined number of lives;
reducing the number of lives by one when any object is to be shifted above the topmost row, and subsequently reinitializing the playing grid by erasing all objects in the grid and then providing the first number of objects in the grid; and
ending the game when the number of lives is equal to zero.
- [c5] 5. The method of claim 1 wherein creating the new row of objects comprises:
periodically sequentially appending an object of randomly selected type to an end of the new row, without moving objects already in the new row, until the new row

is full.

- [c6] 6. The method of claim 5 wherein periodically appending an object is according to a timer capable of being overridden by a received command.
- [c7] 7. The method of claim 1 wherein in order to be moved, the cursor must exchange positions with an adjacent object.
- [c8] 8. The method of claim 1 wherein the types of objects comprise a plurality of matchable object types and an unmatchable object type.
- [c9] 9. The method of claim 8 further comprising:
decreasing a target value when deleting horizontally or vertically lined-up objects of the same type.
- [c10] 10. The method of claim 9 further comprising:
deleting all unmatchable objects when the target value reaches zero, and subsequently setting target value.
- [c11] 11. The method of claim 10 wherein the target value is decreased by an amount equal to the amount of objects deleted, and the target value is set according to number of times that the target has been previously reached.
- [c12] 12. The method of claim 8 wherein the types of objects further comprise transformable objects, the method fur-

ther comprising:

transforming each transformable object into a matchable object when an adjacent cell in the same row as the transformable object is empty.

- [c13] 13. The method of claim 8 wherein the types of objects further comprise transformable objects, the method further comprising:
transforming each transformable object into a matchable object when an adjacent object in the same row as the transformable object is deleted.
- [c14] 14. The method of claim 1 further comprising:
creating an object of randomly selected type in a cell of the topmost row of a randomly selected column at a random interval.
- [c15] 15. The method of claim 1 wherein two independent playing grids, a playing grid and an other playing grid, and corresponding cursors are provided for two players, the steps of the method being executed independently for each playing grid and each cursor; the method further comprising:
creating at least an object of randomly selected type in a cell of the top most row of a randomly selected column of the playing gird when deleting horizontally or vertically lined-up objects of the same type in the other play-

ing grid.

- [c16] 16. The method of claim 15 further comprising:
deleting horizontally or vertically lined-up objects of the same type when the number of the lined-up objects of the same type is more than the second number and the type is matchable;
wherein when creating at least an object of randomly selected type in the playing grid, the number of objects created is proportional to the number of objects deleted in the other playing grid.
- [c17] 17. The method of claim 15 wherein the types of objects comprise a plurality of matchable object types and an unmatchable object type.
- [c18] 18. The method of claim 17 further comprising:
decreasing a target value when deleting horizontally or vertically lined-up objects of the same type.
- [c19] 19. The method of claim 18 further comprising:
deleting all unmatchable objects in the playing grid when the target value reaches zero, and subsequently setting the target value; wherein unmatchable objects in the other playing grid are not deleted.
- [c20] 20. The method of claim 19 wherein the target value is decreased by an amount equal to the amount of objects

deleted, and the target value is set according to number of times that the target has been previously reached.

[c21] 21. The method of claim 15 further comprising:
providing a message input means; and
displaying near the playing grid a message inputted at
the other playing grid by the other player;
wherein a message is text or a picture.